SCIENTIFIC SOLITAIRE

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Scientific Solitaire

Introductory

There is no record of the number of card games for one person, without opponent or assistant, called Solitaire, or Patience. A current work devoted exclusively to Solitaire with cards describes 134 varieties. Nearly every devotee seems able to show some form of the game not generally known.

There are surely hundreds of

kinds in use. Most of them are mere curiosities, their chief claim on the attention being a picturesque layout of the cards, or a catchy title. There are, however, half a dozen forms, or more, in which the element of skill predominates.

The purpose of this treatise is to present what is believed to be a new game, based on exact calculation and eliminating memorizing—hence the title, Scientific Solitaire. It has some affiliation with such games of skill as chess and checkers.

There is a game of Patience sometimes called French Soli-

taire, which is more closely allied than others to that here given, but whether the methods of Scientific Solitaire have been heretofore used by players is not known to the writer.

Utility

It would be idle to claim that Solitaire has any merit worth taking into account other than that of a pleasing pastime. It is, however, probably more widely and more generally played than any other card or table game.

The seeming selfishness of the solitaire player is a challenging

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mark for the straight shafts of persons who are not selfish—that way. As its name indicates, Solitaire is not a social amusement like gossip, backbiting, or nagging. On the other hand, it has been found efficacious in many cases in which the minor ailment known as moping is indicated.

Solitaire is a diversion.

The Chances of Success

The skillful player may reasonably expect to win at Scientific Solitaire nine times out of ten. A master of card calculation may claim to be able to "get it every

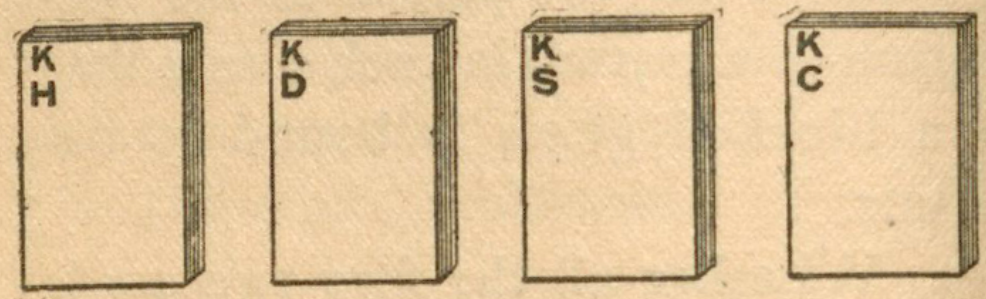
time." It would not be safe, however, to say that the cards can not be arranged in the pack in such an order that it is impossible to "get it." All the jacks, queens, kings, and aces, for instance, may be placed at the bottom of the pack in such a way that a blocked game is bound to occur.

Whether all the fifty-two cards can be so mixed, by distributing the hearts, diamonds, spades, and clubs throughout the pack, as to form an impossible problem is at present unknown. The field of problems in Scientific Solitaire has not been explored.

The Layout

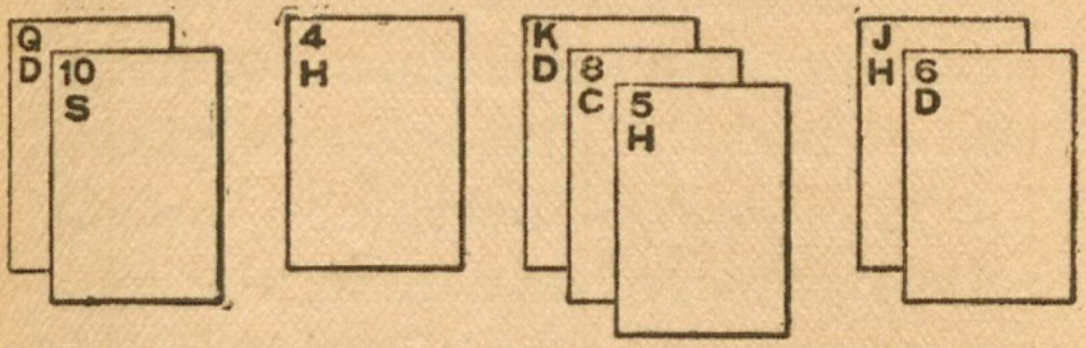
The following diagrams show the formations of Scientific Solitaire:

SOLITAIRE PILES



This set of diagrams shows the result of Scientific Solitaire when you have "got it." These piles are built up from the supply piles, here illustrated:

Supply Piles



This set of diagrams shows how to "string out" the cards as they come from the pack, in order that every card in the supply piles may be constantly in sight. The cards shown in the supply pile diagrams are selected merely for the purpose of illustration.

Rules

The object of the game of Scientific Solitaire is to build up each

of the four suits of a pack of fifty-two cards from ace to king in ascending sequence, thus forming what is called the solitaire piles.

The pack is held face down. Only one card at a time, the uppermost, is removed from it. That card is laid face up on any of the four supply piles, as desired, regardless of suits; or in a vacant space, if there is one, as desired.

The cards are run off from the supply piles on to the solitaire piles, but in this case they must be in suits in ascending sequence.

In laying the cards on the supply piles they are strung out so that all the cards may be in view.

Shift the cards of the *same suit* one at a time, from one supply pile to another as often as desired, without regard to sequence. If there is a vacant space among the supply piles that space may be filled from the hand, but not by taking a card from one of the supply piles.

Terms and Abbreviations

H stands for Hearts.
D " " Diamonds.
S " " Spades.
C " " Clubs.
J " " Jack.
Q " " Queen.
K " " King.

Pack: The fifty-two cards.

Hand: The pack, or any part of it that has not been played.

Suit: Hearts, Diamonds, Spades, or Clubs.

Sequence: Two or more cards together in the order of their value; as, 9, 10, Jack, Queen of Hearts.

Solitaire Piles: The four piles arranged in sequence.

Supply Piles: The four piles built up from the hand, or from each other.

Shifting: Transferring the cards one at a time from one supply pile to another.

Run Off: Placing the cards, one at a time, on the solitaire piles.

Lay Down: Placing a card from the hand on to a supply pile, a solitaire pile, or a vacant space.

Shuffling

There is no easy, quick way of making an honest shuffle when the suits are all in sequence. Solitaire players who like to have the cards thoroughly mixed will find the following method satisfactory.

Shuffle the cards in the ordinary way two or three times;

then scatter them face down, one at a time to form five or six piles. Collect the piles, and shuffle again two or three times.

Specimen Elementary Game

The fifty-two cards of the pack are held in the hand face down, having been arranged for this specimen game so they shall come off in the order here shown.

Arranging fifty-two cards in a given order may be a tedious process. The long method of doing it eliminates irritation, thus: Make four separate heaps of hearts, spades, diamonds, and clubs; spread out each heap from ace

to king in sequence; pick up the cards called for.

The Pack

3 S	5 S	4 S	10 C
Q H	9 H	6 H	Q D
9 S	10 D	7 S	K H
2 S	8 C	8 S	3 D
1 S	5 D	8 D	Q S
J C	1 C	Q C	5 H
9 C	6 D	3 H	10 S
4 D	9 D	4 H	8 H
2 D	K C	2 H	3 C
2 C	7 C	J S	4 C
K S	6 C	1 D	5 C
6 S	7 H	K D	1 H
J H	10 H	7 D	J D

This table shows that, with the pack face down, the three of spades is the top card and the jack of diamonds the bottom card.

Take one card at a time from the top of the pack; examine it, and play as indicated on the four following pages, bearing in mind the fact that there can not be more than four solitaire piles, or more than four supply piles:

3 S	on	O	J H on Q H
Q H	on	O	5 S on 6 S
9 S	on	O	9 H on 9 C
2 S	on	O	10 D on 5 S
1 S	on	O	9 H on J H
2 S	on	1 S	8 C on 9 C
3 S	on	2 S	5 D on 8 C
J C	on	O	1 C on O
9 C	on	O	6 D on 5 D
4 D	on	9 S	9 D on 6 D
2 D	on	4 D	K C on K S
2 C	on	2 D	7 C on 9 H
9 C	on	J C	6 C on 7 C
K S	on	O	9 D on 10 D
6 S	on	2 C	6 D on 9 D

The Play (Continued)

5 D on 6 D	9 H on 10 H
8 C on 6 C	7 H on 9 H
9 C on 8 C	6 H on 7 H
J C on K C	7 S on 7 C
9 C on J C	8 S on 6 H
8 C on 9 C	8 D on O
6 C on 8 C	5 D on 8 D
7 C on 6 C	6 D on 5 D
7 H on 9 H	9 D on 6 D
10 H on 7 C	10 D on 9 D
4 S on 3 S	5 S on 4 S
6 H on 5 D	6 S on 5 S
7 H on 6 H	7 S on 6 S
9 H on 7 H	8 S on 7 S
10 H on J H	2 C on 1 C

The Play (Continued)

2 D on 10 D	9 D on 10 D
4 D on 2 D	6 D on 4 D
9 S on 8 S	5 D on 6 D
Q C on O	8 D on 9 D
3 H on 6 H	10 C on O
4 H on 3 H	Q D on 10 C
2 H on 4 H	K H on Q D
J S on 7 C	3 D on 2 D
1 D on O	5 D on 8 D
K D on Q C	6 D on 5 D
4 D on K D	4 D on 3 D
2 D on 1 D	6 D on 7 D
7 D on 2 H	5 D on 4 D
4 D on 7 D	6 D on 5 D
10 D on K D	7 D on 6 D

The Play (Continued)

8 D on 7 D	4 H on 5 H
9 D on 8 D	
10 D on 9 D	Run off H
Q S on K D	
J S on Q S	J D on 10 D
5 H on 7 C	Q D on J D
10 S on 9 S	K D on Q D
J S on 10 S	7 C on 10 C
Q S on J S	
8 H on K H	Run off C
3 C on 2 C	
4 C on 3 C	K S on Q S
5 C on 4 C	
1 H on O	
2 H on 1 H	Solitaire

This elementary game is presented for the purpose of demonstrating the general method of procedure in laying down, shifting, and running off the cards—not as showing the only or the best way of playing them in this particular example. When the cards do not come from the pack in the simple way here shown, judgment and calculation may be forced to a nicety.

Principles

The kings are the keys of the game. Careful calculation is usually necessary to get them rightly placed.

If a card of the same suit is under a king in a supply pile, it is impossible to get solitaire, as there is no higher card to which to shift the king.

The order in which the cards of a suit from 2 to jack are laid in a supply pile is immaterial if the queen and king are in different supply piles, and can be finally reached for the shifting process.

So long as there is a king in the hand, every play should be made with the expectation that the next card to come from the hand will be a king.

In the early part of the play,

and often far into the game, it is usually necessary to provide for the immediate shifting of all the cards in some one of the supply piles to make a space for the king or other high card that may be needed for a foundation.

When it is necessary to place a king on a supply pile, it is essential to note the fact that none of the cards under the king can be reached until the solitaire pile of that king is completed.

As a general rule it is well to keep the cards of the same suit together, and to mix the suits in the supply piles as little as possible.

The card in hand should always be looked at before any shifting is done.

It is sometimes desirable to lay an ace on a supply pile temporarily for shifting purposes, rather than to pass it directly from the hand to the solitaire pile space.

No matter how perversely the cards may come from the hand the play should be continued until an actually impossible problem is apparent.

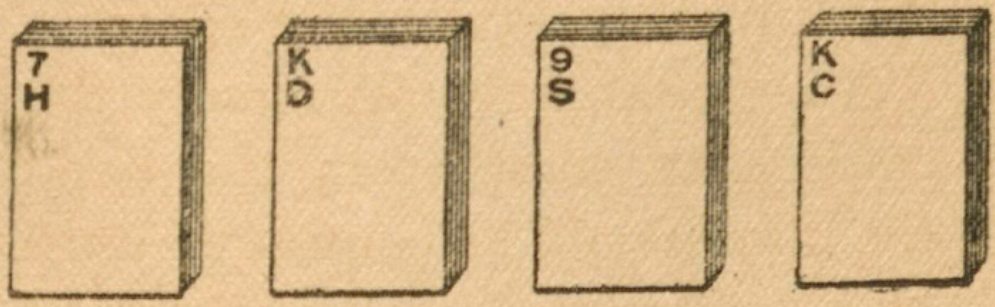
Shifting should not be done without a purpose.

Specimen Elementary Problem

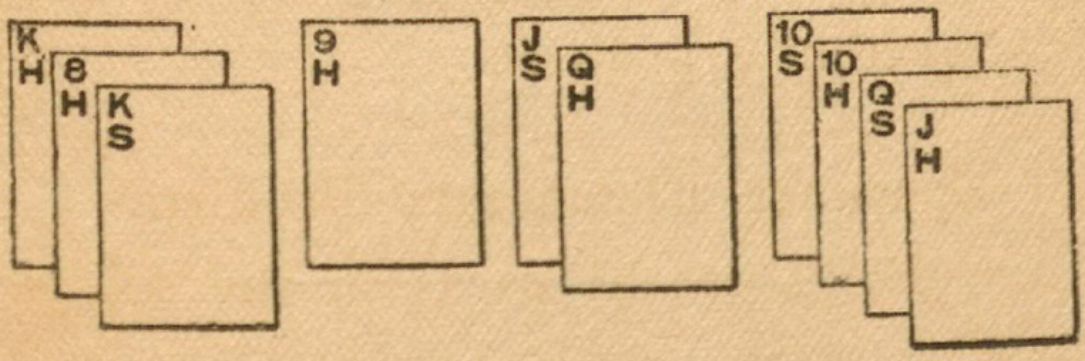
Build up the cards in the soli-

taire piles and in the supply piles to the points shown in the following diagrams, and play them as indicated in the solution:

Solitaire Piles



Supply Piles



Solution

J H on Q H
Q S on K S
10 H on 9 H
J H on 10 H
Q H on J H

Run off S

8 H on 7 H
Q H on K H
J H on Q H
10 H on J H

Run off H

Solitaire

This little problem is selected as a specimen from this branch of the pastime because of its simplicity. The ingenuity of those who are interested in problem composing has considerable scope for the invention or discovery of more intricate combinations.

THE END

BY THE SAME AUTHOR

VOCABULARY OF CHECKERS

A dictionary of words, terms, and phrases used in the game called Checkers, or English Draughts.

"It is difficult to believe that so simple a game as checkers should have developed so extensive a vocabulary as Mr. William Timothy Call has gathered in 'Vocabulary of Checkers.' It fills 200 good sized pages. The author's definitions are encyclopædic and include a mass of interesting information about the game."—N. Y. Sun.

"To the growing body of checkerists who take an interest in the literature of the pastime, and are pleased to view with approbation the various attempts by high-minded devotees of Dameh to add dignity and quiet charm to an otherwise simple and unassuming subject, it will bring keen enjoyment. No matter how quaint or provincial, or how modern and precise the term sought, it will be found in this remarkable collection. Mr. Call must have gone to a great deal of labor to produce so acceptable a work, and he is deserving of fullest thanks for the fruit of his peculiar genius."—N. Y. Tribune.

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